

**Metagaming**

1980 Spring Catalog

**Imagination**

**in**

***ACTION...***



# In The Labyrinth



The Fantasy Trip



## Have You Met Your Alter-Ego?

### The Fantasy Trip

#### Of the 80s

#### WHO ARE YOU?

A doer of deeds, an inquisitive, dynamic adventurer lives within us all. Our everyday self handles life's hum-drum. Our alter-ego can escape in imagination, set free by THE FANTASY TRIP. If you haven't met your alter-ego it may be time you let him live as your created character in Metagaming's THE FANTASY TRIP role-playing game system.

#### WHAT IS THE FANTASY TRIP?

THE FANTASY TRIP is a game system in which players act out in play the character role of their alter-egos. With a Game Master's guidance, players encounter monsters, riches, danger, romance, magic, quests, demons and mystery - all the excitement life should be. Characters develop their own lives in a series of adventures often covering months of play. THE FANTASY TRIP explains play in easy progression through a set of integrated rule modules. New enhancements to the system, published every few months, will keep it exciting for years.

#### WHY IS THE FANTASY TRIP FOR YOU?

THE FANTASY TRIP achieves the crux of role-playing games better than any previous system. The test of a fantasy role-playing game is its ability to free your imagination. THE FANTASY TRIP frees imagination through rules structured on clearly defined and logically related concepts. The rules are a positive aid to players, a welcome change for previously frustrated gamers. Since Metagaming couldn't have the first role-playing game, we made the THE FANTASY TRIP the BEST way to meet your alter-ego.

# The Fantasy Trip In The Labyrinth

IN THE LABYRINTH is the initial Game Master's module of Metagaming's THE FANTASY TRIP role-playing game system. Everything necessary to create a fantasy world and guide players on adventures is included in IN THE LABYRINTH. Metagaming brings you the new standard in fantasy role-playing games, the next generation in the evolution of the genre.

As Game Master you act as guide and moderator for a group of adventurous gamers. You create a fantastic world of Wizards, Dragons, Heroes, Dwarves, Elves, Heroines, surprises, magic, treasure and danger. As their characters adventure players direct them through a series of encounters. An encounter may be dialogue among players or a detailed combat with monsters played out on scale labyrinth maps. The adventure develops through real-time decisions and actions in response to character experiences. Play is imaginative, open-ended, fast and fun - the ultimate fantasy.

Players of IN THE LABYRINTH create their own characters starting with the three basic attributes of Strength, Dexterity and IQ. Characters initially choose to be a physically skilled Hero or a magically skilled Wizard. Through selection of Hero Talents or Wizard spells a player defines his character's individual competences. A character may opt to be a skilled killer, scientist, rogue, cleric, mechanic, merchant, alchemist, bard or whatever profession a player concocts. A Wizard pursues his calling with magical spells and a Hero, through physical Talents.

You're ready for adventure once your character is created and his equipment and weaponry purchased. You'll soon find yourself reacting as you perceive your alter-ego character would. Heroes tend to save the threatened. The sneaky tend to get wealthy and make enemies. The loyal survive longer, if more modestly, in tight knit groups. The friendly get help when they need it. Flaky characters are the joy and despair of all. The brave are long remembered.

IN THE LABYRINTH contains a 144 page rules booklet, four full-color labyrinth map sheets, 480 die cut counters plus monster counter sheet, tunnel megahexes, Game Master's reference shield, map blanks, map note sheets, character record sheets and three dice.

Suggested retail \$19.95

Code ITL 1-1-003





**MELEE:** *The man-to-man combat module from THE FANTASY TRIP. Players create their fighters and select their archaic weaponry. Then, they must survive slashing arena duels. Winners become more skilled, losers die.*

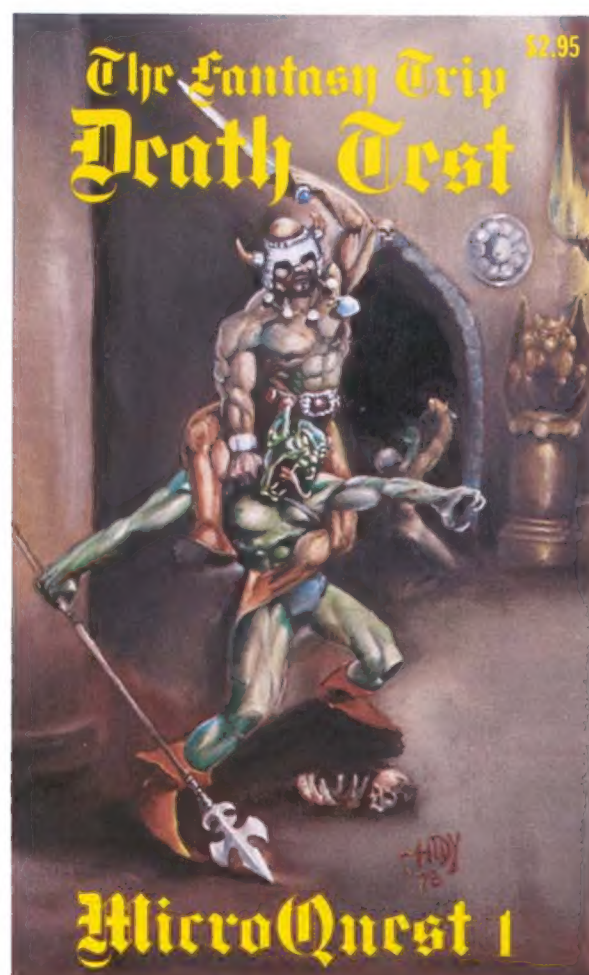
Code MLE 3-1-003

**WIZARD:** *The magical combat module from THE FANTASY TRIP. Create your own wizard, select his repertoire of magic tricks and turn him loose in the arena. Wizard is fully compatible with Melee and adds the exciting dimension of magic to arena combat.*

Code WIZ 3-1-006

**DEATH TEST:** *This Microquest is a programmed adventure from The Fantasy Trip. It is not a complete game and requires the MicroGame, MELEE for play. It is excellent for solo adventurers. And watch for DEATH TEST 2 soon! It will be bigger, better, and a real killer.*

Code DET 3-2-001





# STELLAR CONQUEST

THE CLASSIC GAME OF SOCIETIES IN CONFLICT



Metagaming

**STELLAR CONQUEST** is the classic game of space cultures in conflict. You lead a complete interstellar society. Stars are explored, colonies founded, technologies are discovered, war fleets built and battles fought. The fun and challenge are all yours.

**STELLAR CONQUEST** can be played by two to four gamers. Each player leads his own interstellar society in a years long struggle for survival and dominance. While **STELLAR CONQUEST** is of only moderate learning difficulty, play interactions can become complex. Winners tend to be balanced strategists who act decisively under pressure.

Nominated for the Charles Roberts Award - - - the sine qua non of gaming.

"The strength of the game is in its sophisticated method of simulating technological development. . .tense and absorbing. . ." Nicky Palmer in **GAMES & PUZZLES**

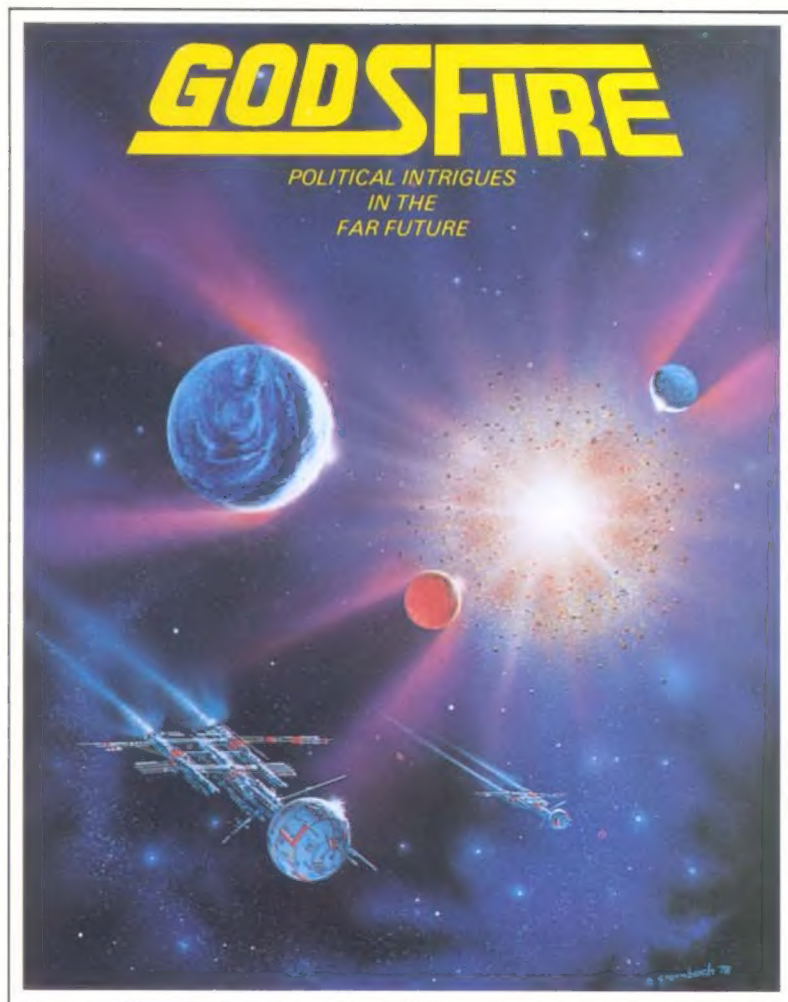
Richard Berg of **MOVES** magazine included **STELLAR CONQUEST** in his list of "ten games every wargamer should own".

Rated 7.8 in overall quality on a scale of 9.0 by readers of **THE SPACE GAMER**

Components include a 17" by 22" six color map representing 54 star systems, 480 die-cut space ship counters, rules booklet, four summary data reference sheets, 78 star cards for planetary system data, two dice and eight player record sheets for colony data.

Game design by Howard Thompson. Cover art by Kelly Freas.

Code 1-1-001



When it first appeared, GODSFIRE was hailed as the best political/economic SF game ever designed. Now in a new boxed edition -- complete with beautiful full-color cover by Rick Sternbach and enough components for 8 players -- GODSFIRE is a "must" for the skilled gamer.

GODSFIRE is two games in one. The basic version is a battle game, with space fleets and ground forces fighting for control of fifteen planets. A unique movement system makes true three-dimensional movement easy.

The advanced game adds diplomacy, subversion, politics -- and the chance of Armageddon. Before you go to war, you'll have to gain support from internal political and economic interests (by fair treatment, negotiation, bribery, or force) -- or face revolution.

Components include two giant 22" by 34" strategic maps, 15 System Sheets and 8 National Government Sheets; 960 unit counters; 616 Gigabuck counters; and the rule booklet.

Playing time ranges from two hours to all day, depending on the scenario (from 2 to 15 players) that you choose.

Code GDF 1-1-002



## FROM THE PUBLISHER

### SCIENCE FICTION IN ACTION

Metagaming IS science fiction in action. We put science fiction creativity into game action. Our games are for those who saw Star Wars, Close Encounters, or Star Trek or who like to read Frank Herbert, Anne McCaffrey or Larry Niven. Games are active science fiction.

### WHAT IS METAGAMING?

We were the first firm to specialize in science fiction and fantasy games. We published the first magazine, THE SPACE GAMER. We brought you STELLAR CONQUEST in 1974 when the whole idea was still new. We introduced the innovation of Micro-Games, the standard in low priced fun games.

### BUT WHAT HAVE YOU DONE LATELY?

Lately? THE FANTASY TRIP: IN THE LABYRINTH is now shipping and will be the 1980 gaming sensation. It represents over 20,000 hours of professional and volunteer time. It's everything we wanted it to be. No one will be disappointed.

THE FANTASY TRIP: IN THE LABYRINTH represents the next generation in the evolution of fantasy role-playing games. A new standard has been set for the 80s.

### WHY BUY METAGAMING?

We give gamers a "good play". The criteria for each game we produce is fun playability. Metagaming publishes STIMULATING games, not simulations. Reality, complexity, detail, intellectual challenge and size are valuable only if they yield fun. Entertainment is our business. Remember that about Metagaming.

### WHERE ARE WE GOING?

We believe science fiction gaming is in its infancy. In the 80's there are more unique products and ideas coming than can be imagined. Our hobby won't become staid and mature. The enthusiastic younger designers and innovators will produce exciting concepts that continuously invigorate.

Metagaming will lead the way. We have in the past. After all, science fiction is imagination and dreams are the key to the future.

Good Gaming,



Howard Thompson  
Publisher

**MICROGAME, Plastic Baggie Packed, 7 x 4**

Quan.		Amount
.....	OGR OGRE No.1 03-01-001	\$2.95 .....
.....	CTN CHITIN No.2 03-01-002	\$2.95 .....
.....	MLE MELEE No.3 03-01-003	\$2.95 .....
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.....	GEV G.E.V. No.8 03-01-008	\$2.95 .....
.....	ICW ICE WAR No.9 03-01-009	\$2.95 .....
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.....	SAS STICKS AND STONES No.11 03-01-011	\$2.95 .....
.....	IAE INVASION OF THE AIR EATERS No.12 03-01-012	\$2.95 .....
.....	HLW HOLY WAR No.13 03-01-013	\$2.95 .....
.....	D01 Annihilator/OneWorld No.14 03-01-014	\$2.95 .....
.....	HOT HOT SPOT No.15 03-01-015	\$2.95 .....
.....	ART ARTIFACT No.16 03-01-016	\$2.95 .....

**MICROQUESTS, Supplementary Game Materials**

.....	DET THE FANTASY TRIP: DEATH TEST No.1 03-2-001	\$2.95 .....
.....	DT2 THE FANTASY TRIP DEATH TEST 2 No.2 03-2-002	\$2.95 .....

**MICROHISTORY, Plastic Baggie Packed, 7 x 4**

.....	RPZ ROMMEL'S PANZERS No.1 03-03-001	\$2.95 .....
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**BOOKSHELF GAMES, Boxed**

.....	SCO STELLAR CONQUEST 01-01-001	\$12.95 .....
.....	GDF GODSFIRE 01-01-002	\$15.95 .....
.....	ITL THE FANTASY TRIP: IN THE LABYRINTH 01-1-003	\$19.95 .....

<b>THE SPACE GAMER</b>	15.....	\$1.00 .....
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# **MICRO SUBSCRIPTIONS**

MicroGames are small, fast-playing, and inexpensive. But not trivial. A MicroGame is a complete science-fiction wargame...one you can put in your pocket and play at lunch.



Now -- by popular request -- gamers can **SUBSCRIBE** to Metagaming's MicroGames! You don't have to look for them in stores, or place a new order every couple of months . . . now you can get each MicroGame and MicroQuest **AUTOMATICALLY** -- as soon as it's released!

The Micro Subscription will bring you every newly published MicroGame and MicroQuest. It **WON'T** bring you old Micros already in print -- nor will it bring you expansion sets or play-aids released in Micro-sized packages. Just new, complete games straight from the designers, and exciting new adventures from The Fantasy Trip.

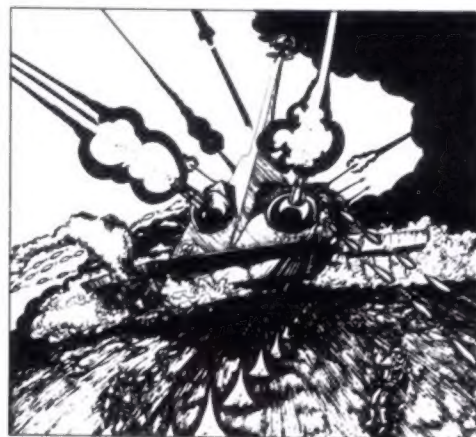
Remember the exciting fantasy and s-f game adventures you've already seen in the MicroGames? Well, there's more to come. More science fiction and fantasy -- and, by mid-1979, Metagaming will be publishing MicroGames with modern and historical themes as well.

Don't miss out on the original fun wonders. Don't be fooled by expensive imitations. Don't fall for the ho-hum "game-in-each-issue" trap. Buy games designed and made to survive and sell on their very own. A micro subscription is your guarantee to getting the \$2.95 quickies, the hobby fun standard now widely imitated.

Subscribe today! Don't "just forget". Get a hedge against inflation, afterall, micros can't stay at \$2.95 forever. The next four micros come to you for \$11.00, the next eight for \$20.00 and the next twelve for \$29.00. Fresh in the mail -- straight to your door, what could be easier.

Send me the next

..... 4 micros for \$11.00, or,  
..... 8 micros for \$20.00, or,  
..... 12 micros for \$29.00.







## THE SPACE GAMER BRINGS GAMING TO LIFE FOR YOU

THE SPACE GAMER is a bi-monthly publication devoted to all aspects of the science fiction and fantasy gaming hobby. It was the first publication of its kind. Articles, game reviews, and commentary cover the entire hobby. The News & Plugs section covers conventions, clubs, new products and hobby events. Game strategy articles, game variants and Designer Introductions to new games provide inside understanding of popular games. The Annual Game Ratings and letters provide valuable reader commentary.

No one interested in fantasy role-playing games, space games or the future should be without THE SPACE GAMER. With it you're fully part of a hobby, not just standing outside looking in. Without THE SPACE GAMER you miss that important feel for what's happening.

So, take advantage of the only science fiction gaming publication to win one of gaming's coveted Charles Robert's awards. THE SPACE GAMER - best way to be in the know.



**OGRE:** *The Ogre is a cybernetic tank armed with nuclear weapons - 30 meters of incredibly tough, inhumane intelligence. This quick-playing game pits ONE Ogre against a large force of "conventional" tanks, hovercraft, howitzers and infantry in the year 2085. It's an even match. . .*

Code OGR 3-1-001

**G.E.V.:** *Speedy Ground Effect Vehicles, hovercraft, battle armor and infantry in a series of raids in 2085. This sequel to OGRE adds new terrain rules and units, even a train. You won't want to miss this intriguing supplement.*

Code GEV 3-1-008

**OLYMPICA:** *The Webbies have grabbed Mars! Earth will be next if a daring U.N. raid to crack the tunnels of Mars and capture the secret of the WebMind fails. Olympica covers the landing and close combat of the U.N. raid at the tactical level.*

Code OLM 3-1-007







**CHITIN I:** *The intelligent insects of Chelan war for only one reason - FOOD. This tactical masterpiece pits varying forces of genetically-bred Hymenopteran warriors in a harvest bloodbath. Victory is counted in food and bodies collected for the hive.*

Code CTN 3-1-002

**RIVETS:** *The war is over, all are dead but no one told the robots. Two uncomprehending computer complexes continue producing simple-minded combatants as they slug it out. Their idiot creations need constant reprogramming to even recognize the foe.*

Code RIV 3-1-005

**Warp War:** *Players design their own ships in this game of interstellar maneuver and combat. Battles are resolved with a unique DICELESS combat system. Utilizing ship Beam, Screens, Missiles and power you must outguess your opponent to win.*

Code WPW 3-1-004





**ICE WAR:** Oil and Russia, these will cause the next war. The ESA, European Socialist Alliance, must smash our Alaskan oilfields. Their snow trained raiders try to elude sophisticated U.S. satellite defenses in a hide-and-seek strike at Prudhoe Bay.

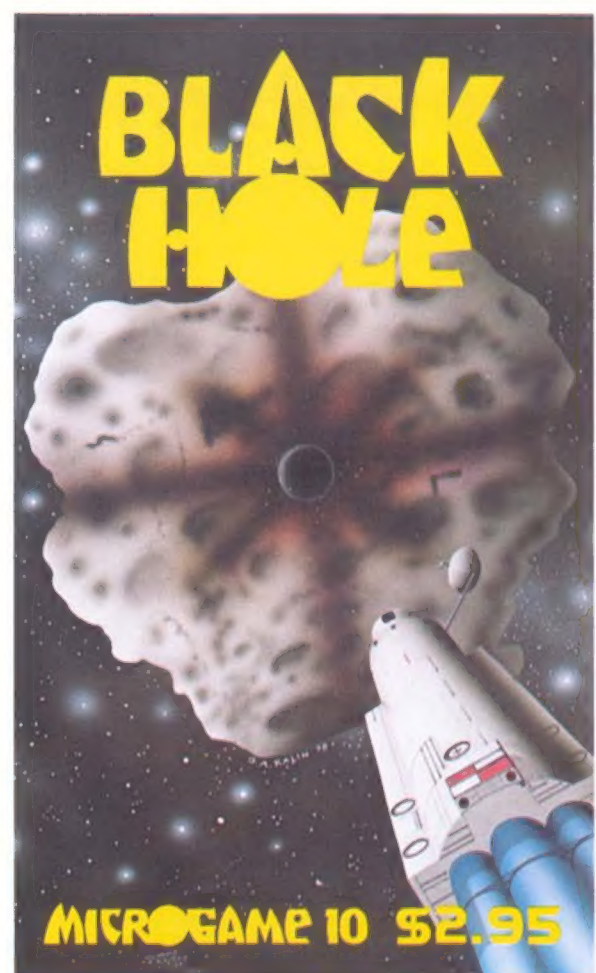
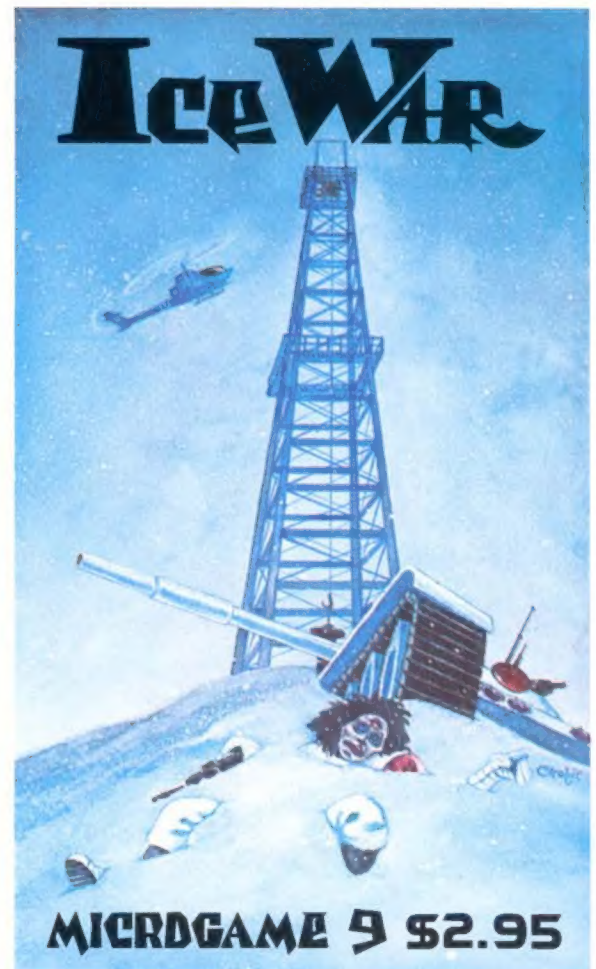
Code ICW 3-1-009

**HOT SPOT:** The rebels are running, away and out of fuel. Chiros has the fuel factories but they float on "crustals" in a sea of molten lava. Can the rebels survive the heat and capture a crustal? Will help arrive in time? Will defenders melt rebel Ardor?

Code HOT 3-1-015

**BLACK HOLE:** A strange device of the OTHERS enters the solar system. The asteroid mining cartels know its control means dominance. But, what can this donut shaped asteroid with a black hole in the middle do?

Code BHL 3-1-010







**STICKS & STONES:** *Survival in the Neolithic past was a harsh, brutal business. This game simulates the development of villages in raids, migrations, and Mastodon hunts. The primitives with spears, bows and axes and direct trained dogs. A remarkably realistic feel.*

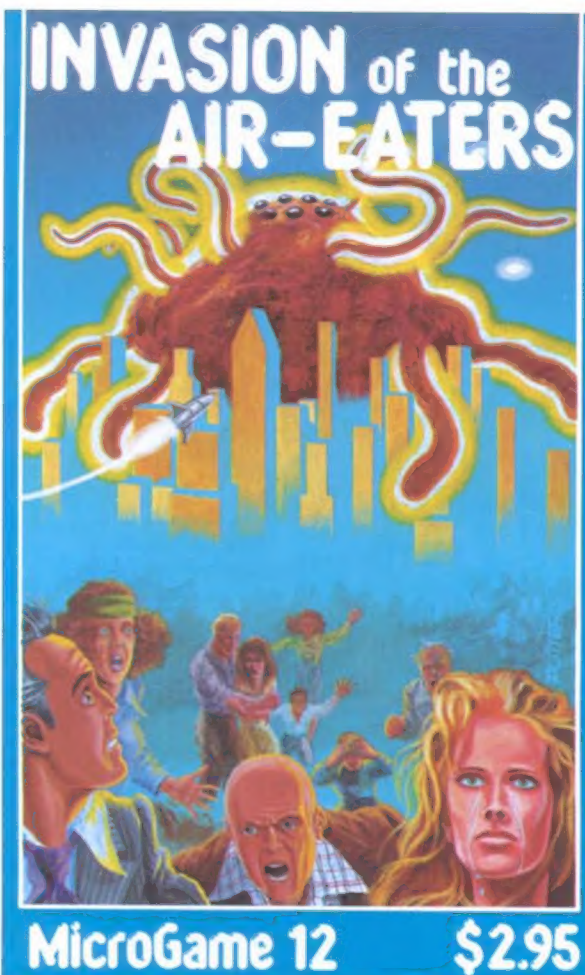
Code SAS 3-1-011

**HOLY WAR:** *Amtik the god has a universe within him. But, believer and unbeliever battle inside in a Holy War. 3D tactics and a variety of ship types make this one of the most challenging tactical space games ever produced.*

Code HLW 3-1-013

**INVASION OF THE AIR EATERS:** *Mankind is a mere nuisance to the aliens. They want to convert our air and take Terra. But, man fights back and learns the new technology to survive. This game covers production, landing, technology, and combat on a world map.*

Code IAE 3-1-012





**ONEWORLD/ANNIHILATOR:** *Two games in one for the price of one! ONEWORLD is a humorous, easy to learn game of a battle between two gods for control of a planet. ANNIHILATOR pits the Space Marines against a computerized space fort - can they blow it?*

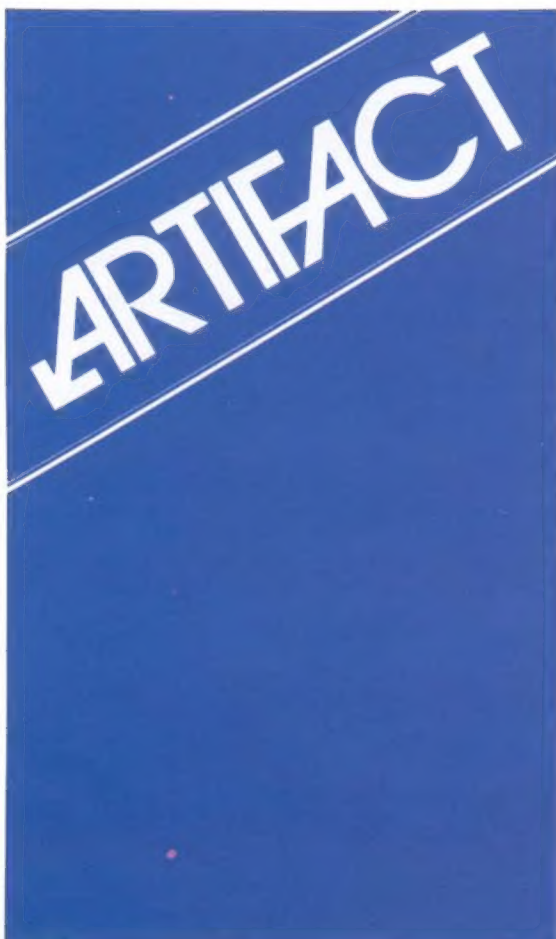
Code D01 3-1-014

**ARTIFACT:** *Lunar expedition discovers "artifact". . .U.S. technicians attacked by moon commies. . .scientists confirm "artifact" is "alien". . .laser armed Rovers fight for control. . . details at 11:00.*

Code ART 3-1-016

**ROMMEL'S PANZERS:** *Blazing tanks battle it out in North Africa. Under a burning sun Panzers, Matildas, Crusaders, Stuarts, Grants and 88s are pitted in a slug-fest. The first Historical MicroGame.*

Code RPZ 3-3-001







**Metagaming**

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